

*Sub. B*

*Sub. C1*

1      CLAIMS

- 2      1. A game console, comprising:
- 3            a processor; and
- 4            ~ a non-removable hard disk drive coupled to the processor, the hard disk
- 5            drive being configured to store various data associated with the game console.
- 6
- 7      2. A game console as recited in claim 1 further including a memory
- 8            coupled to the processor.
- 9
- 10     3. A game console as recited in claim 1 further including a portable
- 11            media drive coupled to the processor and configured to communicate with a
- 12            storage disc.
- 13
- 14     4. A game console as recited in claim 1 further including a console
- 15            application stored on the hard disk drive and executable on the processor, the
- 16            console application configured to implement a user interface to the gaming
- 17            system.
- 18
- 19     5. A game console as recited in claim 1 further including a portable
- 20            memory unit coupled to the processor.
- 21
- 22     6. A game console as recited in claim 1 wherein the hard disk drive is
- 23            configured to store game data, audio data, and video data.
- 24
- 25

1        7. A game console as recited in claim 1 wherein the hard disk drive is  
2 segregated into a plurality of regions, each region for storing a particular type of  
3 data.

4

5        8. A game console as recited in claim 1 wherein the hard disk drive is  
6 segregated into a user data region, an application region, and a console application  
7 region.

8

9        9. A game console as recited in claim 1 wherein the hard disk drive is  
10 segregated into a settings region, a user data region, an application region, a utility  
11 region, and a console application region.

12

13        10. A game console as recited in claim 1 wherein the hard disk drive is  
14 configured to store data associated with multiple saved games.

15

16        11. A game console as recited in claim 1 wherein the hard disk drive is  
17 configured to store a list of recently used nicknames.

18

19        12. A game console as recited in claim 1 wherein the game console  
20 boots into a console application stored on the hard disk drive.

1       13. A game console, comprising:

2           a processor; and

3           a hard disk drive coupled to the processor, the hard disk drive being  
4           configured to boot the game console and to store data associated with the game  
5           console.

6

7       14. A game console as recited in claim 13 wherein the game console  
8           boots into a console application stored on the hard disk drive.

9

10      15. A game console as recited in claim 13 wherein the hard disk drive is  
11           permanently installed in the game console.

12

13      16. A game console as recited in claim 13 further including a memory  
14           coupled to the processor.

15

16      17. A game console as recited in claim 13 wherein the hard disk drive  
17           contains a console application configured to implement a user interface to the  
18           gaming system.

19

20      18. A game console as recited in claim 13 further including a console  
21           application stored on the hard disk drive, the console application being configured  
22           to generate a listing of user data stored on the hard disk drive.

1           **19.** A game console as recited in claim 13 wherein the hard disk drive is  
2 configured to store application data such that data associated with one application  
3 is inaccessible to other applications.

4

5           **20.** A game console as recited in claim 13 wherein the hard disk drive is  
6 configured to store saved game data such that saved game data associated with a  
7 particular game is stored separately from saved game data associated with other  
8 games.

9

10          **21.** A game console as recited in claim 13 wherein the hard disk drive is  
11 configured to store saved game data in a user data region and configured to store  
12 application-related data in an application data region.

13

14          **22.** A game console, comprising:  
15            a processor; and  
16            a hard disk drive coupled to the processor, the hard disk drive being  
17 segregated into a first region to store user data and a second region to store  
18 application data, wherein user data associated with a particular application is  
19 segregated from user data associated with other applications and wherein  
20 application data associated with a particular application is segregated from  
21 application data associated with other applications.

22

23          **23.** A game console as recited in claim 22 wherein the user data  
24 includes saved game data.

1           **24.** A game console as recited in claim 22 wherein the application data  
2 includes data to be used during future executions of the associated application.  
3

4           **25.** A game console as recited in claim 22 further including a console  
5 application stored on the hard disk drive, the console application being configured  
6 to generate a list of user data stored in the first region.  
7

8           **26.** A game console as recited in claim 22 wherein the disk drive is  
9 configured to store a list of recently used nicknames.  
10

11           **27.** A method comprising:  
12              identifying a game identifier associated with a game installed in a gaming  
13 system, wherein the gaming system contains a hard disk drive;  
14              determining portions of the hard disk drive that are associated with the  
15 game based on the game identifier; and  
16              preventing the game from accessing portions of the hard disk drive that are  
17 not associated with the game.  
18

19           **28.** A method as recited in claim 27 further including saving a current  
20 state of the game to the hard disk drive in response to a save game request.  
21

22           **29.** A method as recited in claim 27 further including retrieving a list of  
23 saved games associated with the game installed in the gaming system.  
24

1           30. A method as recited in claim 27 further including:  
2           retrieving a list of saved games associated with the game installed in the  
3           gaming system; and  
4           displaying the list of saved games to a user of the gaming system.

5  
6           31. A method as recited in claim 27 further including:  
7           retrieving a list of saved games associated with the game installed in the  
8           gaming system;  
9           displaying the list of saved games to a user of the gaming system; and  
10          executing the game using saved game data selected by the user of the  
11          gaming system.

12  
13          32. A method as recited in claim 27 further including retrieving a list of  
14          recently used nicknames.

15  
16          A2     33. A method as recited in claim 27 further including retrieving a list of  
17          recently used nicknames associated with the game installed in the gaming system.

18  
19          34. A method as recited in claim 27 wherein determining portions of the  
20          hard disk drive that are associated with the game based on the game identifier  
21          comprises:

22           determining a portion of a user data region on the hard disk drive that is  
23          associated with the game; and  
24           determining a portion of an application data region on the hard disk drive  
25          that is associated with the game.

1  
2       **35.** One or more computer-readable media comprising computer-  
3 executable instructions that, when executed, perform the method as recited in  
4 claim 27.  
5

6       **36.** A method comprising:  
7                  retrieving a list of recently used nicknames in a gaming system;  
8                  displaying the list of recently used nicknames to a user of the gaming  
9 system; and  
10                 allowing the user of the gaming system to select a nickname from the list of  
11 recently used nicknames.  
12

13       **37.** A method as recited in claim 36 wherein the list of recently used  
14 nicknames is associated with a game installed in the gaming system.  
15

16       **38.** A method as recited in claim 36 wherein retrieving a list of recently  
17 used nicknames includes retrieving the list of recently used nicknames from a hard  
18 disk drive in the gaming system.  
19

20       **39.** A method as recited in claim 36 further including allowing the user  
21 of the gaming system to create a new nickname.  
22  
23  
24  
25

- 1           40. A method as recited in claim 36 further including:  
2                 allowing the user of the gaming system to create a new nickname; and  
3                 adding the new nickname to the list of recently used nicknames.
- 4  
5           41. A method as recited in claim 36 further including automatically  
6                 entering the selected nickname into a high score display.
- 7  
8           42. One or more computer-readable media comprising computer-  
9                 executable instructions that, when executed, perform the method as recited in  
10                 claim 36.

11  
12          43. A method comprising:  
13                 booting a game console from a non-removable hard disk drive integrated  
14                 into the game console; and  
15                 storing data associated with the game console on the hard disk drive.

16  
17          44. A method as recited in claim 43 further including storing a list of  
18                 recently used nicknames on the hard disk drive.

19  
20          45. A method as recited in claim 43 further including storing data  
21                 associated with multiple saved games on the hard disk drive.

1           **46.** A method as recited in claim 43 wherein booting a game console  
2 includes booting the game console into a console application stored on the hard  
3 disk drive.

4           **47.** One or more computer-readable media comprising computer-  
5 executable instructions that, when executed, perform the method as recited in  
6 claim 43.

7           *Subpart*  
8           **48.** A method comprising:  
9           initializing a game console using a non-removable hard disk drive  
10 integrated into the game console, wherein the game console will not operate unless  
11 the hard disk drive is functioning; and  
12           storing data associated with the game console on the hard disk drive.

13  
14           **49.** A method as recited in claim 48 wherein the stored data on the hard  
15 disk drive includes data associated with multiple saved games.

16  
17           **50.** A method as recited in claim 48 wherein initializing the game  
18 console includes launching a console application stored on the hard disk drive.

19  
20           **51.** A method as recited in claim 48 further including executing a game  
21 application installed in the game console after initializing the game console.

1           **52.** One or more computer-readable media comprising computer-  
2 executable instructions that, when executed, perform the method as recited in  
3 claim 48.  
4

5           **53.** A method comprising/  
6            launching an application on a game console;  
7            identifying a status of a plurality of temporary storage areas on a hard disk  
8 drive contained in the game console;  
9            if at least one of the plurality of temporary storage areas is empty, assigning  
10 one of the empty storage areas to the application; and  
11            if all of the plurality of temporary storage areas contain data, clearing a  
12 temporary storage area having an oldest timestamp and assigning the cleared  
13 temporary storage area to the application.  
14

15           **54.** A method as recited in claim 53 wherein the application is a game.  
16

17           **55.** A method as recited in claim 53 further including assigning a  
18 particular temporary storage area to the application if the particular temporary  
19 storage area contains data associated with the application.  
20

21           **ADD A87**  
22  
23  
24  
25

1       **56.** A method comprising:

2              launching an application on a game console;

3              identifying a status of a plurality of temporary storage areas on a hard disk  
4              drive contained in the game console;

5              if a particular temporary storage area contains data associated with the  
6              application, assigning the particular temporary storage area to the application;

7              if no temporary storage area contains data associated with the application:

8                  if at least one of the plurality of temporary storage areas is empty,  
9                  assigning one of the empty storage areas to the application; and

10                 if all of the plurality of temporary storage areas contain data,  
11                 clearing a temporary storage area having an oldest timestamp and assigning  
12                 the cleared temporary storage area to the application.

13  
14       **57.** A computer-readable medium for a game console comprising  
15              computer-executable instructions that, when executed, direct the game console to:

16              associate user data with a first region of a hard disk drive contained in the  
17              game console;

18              associate application data with a second region of the hard disk drive;

19              allow an application to access particular portions of the first region that are  
20              associated with the application; and

21              allow the application to access particular portions of the second region that  
22              are associated with the application.

1           **58.** A computer-readable medium as recited in claim 57 further  
2 comprising computer-executable instructions that, when executed, direct the game  
3 console to prevent the application from accessing portions of the first region that  
4 are not associated with the application.

5  
6           **59.** A computer-readable medium as recited in claim 57 further  
7 comprising computer-executable instructions that, when executed, direct the game  
8 console to prevent the application from accessing portions of the first region that  
9 are not associated with the application.

10  
11          **60.** A computer-readable medium as recited in claim 57 wherein the  
12 application is a game.